



**PROPRIETARY NOTE**

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# TITLE: HT21U22-100 Preliminary Product Specification

Rev. P1


Hyundai Display Technology Inc.

| SPEC. NUMBER | PRODUCT GROUP   | REV. | ISSUE DATE   | PAGE    |
|--------------|-----------------|------|--------------|---------|
| S864-1061    | TFT-LCD PRODUCT | P1   | JUL. 04, '01 | 1 OF 23 |

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|  |         | <b>PRODUCT GROUP</b><br>TFT-LCD PRODUCT  | <b>REV.</b><br>P1 | <b>ISSUE DATE</b><br>JUL. 04, '01 |
|---|---------|--|-------------------|-----------------------------------|
| REVISION HISTORY  |         |  |                   |                                   |
| REV.  | ECN NO. | DESCRIPTION OF CHANGES   | DATE              | PREPARED                          |
| P0  |         | Initial Release  | MAY. 02, '01      | S.W.LEE                           |
| P1  |         | 1.Display colors (All pages)<br>New: 262,144 / Old: 16,777,216<br>2.General specifications (Page 5)<br>New: $\pm 0.5$ / Old: $\pm 0.3$<br>New: 3670 [gram] / Old: 4000 [gram]<br>3.Electrical specifications (Page 6)<br>New: 648 [mA] / Old: 1300 [mA]<br>New: 780 [mA] / Old: 860 [mA]<br>New: 30,000 min.[hrs] / Old: 50,000 typ.[hrs]<br>New: 3.24 [W] / Old: 6.5 [W]<br>New: 18.9 [W] / Old: 22.4 [W]<br>New: 22.14 [W] / Old: 28.9 [W]<br>4.Optical specifications (Page 7)<br>New: CR>10 / Old: CR>5<br>New: 220 [cd/m <sup>2</sup> ] / Old: 200 [cd/m <sup>2</sup> ]<br>New: 0.335 (y <sub>w</sub> ) / Old: 0.326 (y <sub>w</sub> )<br>New: 0.640 (x <sub>R</sub> ) / Old: 0.623 (x <sub>R</sub> )<br>New: 0.348 (y <sub>R</sub> ) / Old: 0.362 (y <sub>R</sub> )<br>New: 0.289 (x <sub>G</sub> ) / Old: 0.281 (x <sub>G</sub> )<br>New: 0.616 (y <sub>G</sub> ) / Old: 0.578 (y <sub>G</sub> )<br>New: 0.141 (x <sub>B</sub> ) / Old: 0.140 (x <sub>B</sub> )<br>New: 0.110 (y <sub>B</sub> ) / Old: 0.095 (y <sub>B</sub> )<br>New: 30 max (Response time, [ms]) /<br>Old : 36 max (Response time, [ms])<br>5.Back-light Interface Connections (Page 11)<br>New: BHSR-02-VS-1 / Old: BHSR-03-VS-1<br>New: Pink/Blue / Old: Pink<br>6.Dimensional Parameters (Page 17)<br>New: 3670 [gram] / Old: 4000 [gram] | JUL. 04, '01      | S.W.LEE                           |
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**PRODUCT GROUP**

TFT-LCD PRODUCT

**REV.**

P1

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**SPEC. NUMBER**

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HT21U22-100 Preliminary Product Specification

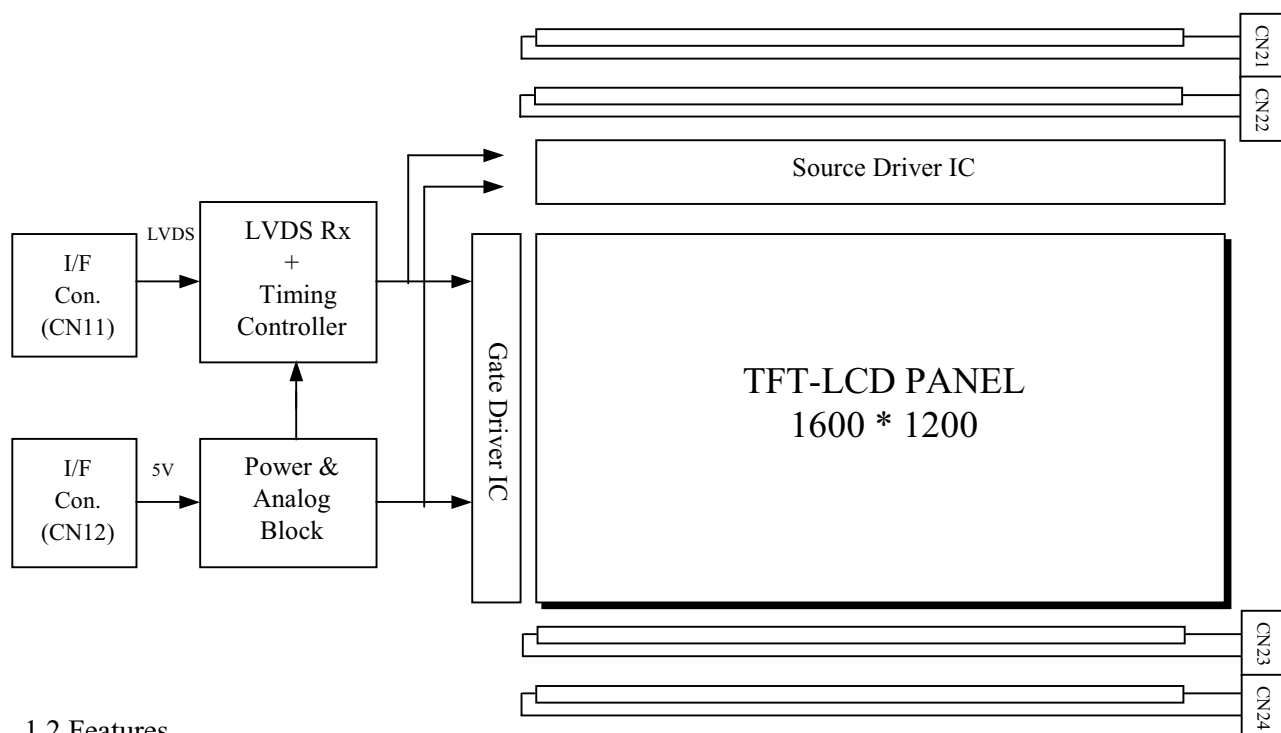
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## 1.0 GENERAL DESCRIPTION

### 1.1 Introduction

[HT21U22-100] is a color active matrix TFT LCD module using amorphous silicon TFT's (Thin Film Transistors) as an active switching devices. This module has a 21.3 inches diagonally measured active area with UXGA resolutions (1600 horizontal by 1200 vertical pixel array). Each pixel is divided into RED, GREEN, BLUE dots which are arranged in vertical stripe and this module can display 262,144 colors. The TFT-LCD panel used for this module is a low reflection and higher color type.



### 1.2 Features

- LVDS Interface with 2 pixel / clock
- High-Speed Response (Using U-FFS Tech.)
- 262,144 Colors
- Incorporated Edge Type Back-Light (Four Lamps)
- High Luminance and Contrast Ratio, Low Reflection and Wide Viewing Angle
- DE (Data Enable) Mode Only

### 1.3 Applications

- Large-Size LCD Monitor for Professional CAD/CAM Design
- Slim-Size Display for Stand-alone Monitor
- Display Terminals for Control System
- Display Unit for Factory Automation

## 1.4 General Specifications

The followings are general specifications at the model [HT21U22-100].

<Table 1. General Specifications>

| Parameter           | Specification                      | Unit   | Remarks |
|---------------------|------------------------------------|--------|---------|
| Active area         | 432.0(H) x 324.0(V)                | mm     |         |
| Number of pixels    | 1600(H) x 1200(V)                  | pixels |         |
| Pixel pitch         | 0.27(H) x 0.27(V)                  | mm     |         |
| Pixel arrangement   | RGB Vertical stripe                |        |         |
| Display colors      | 262,144                            | colors |         |
| Display mode        | Normally Black                     |        |         |
| Dimensional outline | 483(H) x 373.2(V) x 24.5(D) [typ.] | mm     | ± 0.5   |
| Weight              | 3670 [typ.]                        | gram   |         |
| Back-light          | Top/Bottom edge side 4-CCFL type   |        | Note 1  |

Note 1. CCFL (Cold Cathode Fluorescent Lamp)

## 2.0 ABSOLUTE MAXIMUM RATINGS

The followings are maximum values which, if exceed, may cause faulty operation or damage to the unit. The operational and non-operational maximum voltage and current values are listed in Table 2.

<Table 2. Absolute Maximum Ratings>

| Parameter                           | Symbol                | Min. | Max.      | Unit    | Remarks   |
|-------------------------------------|-----------------------|------|-----------|---------|-----------|
| Power Input Voltage                 | V <sub>DD</sub>       | -0.3 | 6.0       | V       | Ta = 25°C |
| Logic Input Voltage                 | V <sub>IN</sub>       | -0.3 | 4.3       | V       |           |
| Back-light Lamp Voltage             | V <sub>BL</sub>       | -0.3 | 14        | V       |           |
| Back-light Lamp Current             | I <sub>BL</sub>       | 3    | 7         | mA      |           |
| Operating Temperature<br>(Humidity) | T <sub>OP</sub><br>RH | 0    | +50<br>80 | °C<br>% | ≤ 40 °C   |
| Storage Temperature<br>(Humidity)   | T <sub>SP</sub><br>RH | -20  | +60<br>90 | °C<br>% | ≤ 40 °C   |

### 3.0 ELECTRICAL SPECIFICATIONS

&lt; Table 3. Electrical specifications &gt;

[Ta = 25± 2°C]

| Parameter                                       |               |                    | Min.   | Typ.  | Max. | Unit  | Remarks      |
|---|---------------|--------------------|--------|-------|------|-------|--------------|
| Power Supply                                    | Voltage       | V <sub>DD</sub>    | 4.5    | 5.0   | 5.5  | V     |              |
|   | Current       | I <sub>DD</sub>    | -      | 648   |      | mA    | Note 1       |
| High Level Differential Input Threshold Voltage |               | V <sub>IH</sub>    |        | -     | 100  | mV    | Note 2       |
| Low Level Differential Input Threshold Voltage  |               | V <sub>IL</sub>    | - 100  | -     | -    | mV    |              |
| Back-Light Lamp                                 | Voltage       | V <sub>BL</sub>    | -      | 780   | -    | Vrms  |              |
|   | Current       | I <sub>BL</sub>    |        | 6.5   |      | MArms | Per CCFL     |
|   | Frequency     | F <sub>L</sub>     | 30     | -     | 80   | KHz   | Note 3       |
|   | Start Voltage | V <sub>S</sub>     | -      | -     | 1270 | Vrms  | 25°C, Note 4 |
|   |               |                    | -      | -     | 1800 | Vrms  | 0°C, Note 4  |
|   | Life Time     | Hr                 | 30,000 | -     | -    | hrs   |              |
| Power Consumption                               |               | P <sub>D</sub>     | -      | 3.24  | -    | W     |              |
|   |               | P <sub>BL</sub>    | -      | 18.9  | -    | W     | Note 5       |
|   |               | P <sub>total</sub> | -      | 22.14 | -    | W     |              |

**Notes:**

1. Test Pattern of power supply current  
IDD (typ.): Vertical color bar pattern
2. The Input signals are LVDS signals. / LVDS Receiver Common Mode Voltage V<sub>CM</sub> = 1.2[V].
3. The lamp frequency should be selected as different as possible from the horizontal synchronous frequency and its harmonics to avoid interference, which may cause line flow on the display.
4. The voltage above this value should be applied to the lamps for more than 1 second to startup. Otherwise the lamps may not to be turned on.
5. Calculated value for reference (V<sub>BL</sub> x I<sub>BL</sub>) x 4 excluding inverter loss.

## 4.0 OPTICAL SPECIFICATIONS

### 4.1 Overview

The test of Optical specifications shall be measured in a dark room (ambient luminance  $\leq 1$  lux and temperature =  $25 \pm 2^\circ\text{C}$ ) with the equipment of Luminance meter system (Goniometer system and TOPCONE BM-5) and test unit shall be located at an approximate distance 50cm from the LCD surface at a viewing angle of  $\theta$  and  $\phi$  equal to  $0^\circ$ . We refer to  $\theta_{\phi=0}$  ( $=\theta_3$ ) as the 3 o'clock direction (the "right"),  $\theta_{\phi=90}$  ( $=\theta_{12}$ ) as the 12 o'clock direction ("upward"),  $\theta_{\phi=180}$  ( $=\theta_9$ ) as the 9 o'clock direction ("left") and  $\theta_{\phi=270}$  ( $=\theta_6$ ) as the 6 o'clock direction ("bottom"). While scanning  $\theta$  and/or  $\phi$ , the center of the measuring spot on the display surface shall stay fixed. The measurement shall be executed after 30 minutes warm-up period. VDD shall be 5.0V +/- 10% at  $25^\circ\text{C}$ . Optimum viewing angle direction is 6 o'clock.

### 4.2 Optical Specifications

<Table 4. Optical Specifications>

| Parameter                    |            | Symbol        | Condition                      | Min. | Typ.  | Max. | Unit              | Remark |
|------------------------------|------------|---------------|--------------------------------|------|-------|------|-------------------|--------|
| Viewing Angle Range          | Horizontal | $\theta_3$    | CR > 10                        | 80   |       | -    | Deg.              | Note 1 |
|                              |            | $\theta_9$    |                                | 80   |       | -    | Deg.              |        |
|                              | Vertical   | $\theta_{12}$ |                                | 80   |       | -    | Deg.              |        |
|                              |            | $\theta_6$    |                                | 80   |       | -    | Deg.              |        |
| Luminance Contrast Ratio     |            | CR            | $\theta = 0^\circ$             |      | 300   | -    |                   | Note 2 |
| Luminance of White           |            | $Y_w$         | $\theta = 0^\circ$             |      | 220   | -    | cd/m <sup>2</sup> | Note 3 |
| White luminance Uniformity   |            | $\Delta Y$    | IBL = (6.5mA)                  | -    |       | 1.4  |                   | Note 4 |
| Reproduction Of Color        | White      | $x_w$         | $\theta = 0^\circ$             |      | 0.312 |      |                   | Note 5 |
|                              |            | $y_w$         |                                |      | 0.335 |      |                   |        |
|                              | Red        | $x_R$         |                                |      | 0.640 |      |                   |        |
|                              |            | $y_R$         |                                |      | 0.348 |      |                   |        |
|                              | Green      | $x_G$         |                                |      | 0.289 |      |                   |        |
|                              |            | $y_G$         |                                |      | 0.616 |      |                   |        |
|                              | Blue       | $x_B$         |                                |      | 0.141 |      |                   |        |
|                              |            | $y_B$         |                                |      | 0.110 |      |                   |        |
| Response Time (Decay + Rise) |            | Ttotal        | Ta= 25°C<br>$\theta = 0^\circ$ | -    | -     | 30   | ms                | Note 6 |
| Cross Talk                   |            | CT            | $\theta = 0^\circ$             | -    | -     | 4.0  | %                 | Note 7 |

**Notes:**

1. Viewing angle is the angle at which the contrast ratio is greater than 5. The viewing are determined for the horizontal or 3, 9 o'clock direction and the vertical or 6, 12 o'clock direction with respect to the optical axis which is normal to the LCD surface (See FIGURE 1 shown in Appendix).
2. Contrast measurements shall be made at viewing angle of  $\theta = 0^\circ$  and at the center of the LCD surface. Luminance shall be measured with all pixels in the view field set first to white, then to the dark (black) state. (See FIGURE 1 shown in Appendix) Luminance Contrast Ratio (CR) is defined mathematically.

$$CR = \frac{\text{Luminance when displaying a white raster}}{\text{Luminance when displaying a black raster}}$$

3. Center Luminance of white is defined as the LCD surface. Luminance shall be measured with all pixels in the view field set first to white. This measurement shall be taken at the locations shown in FIGURE 2 for a total of the measurements per display.
4. The White luminance uniformity on LCD surface is then expressed as :  $\Delta Y = \text{Maximum Luminance of five points} / \text{Minimum Luminance of five points}$  (See FIGURE 2 shown in Appendix).
5. The color chromaticity coordinates specified in Table 4. shall be calculated from the spectral data measured with all pixels first in red, green, blue and white. Measurements shall be made at the center of the panel.
6. The electro-optical response time measurements shall be made as FIGURE 3 shown in Appendix by switching the "data" input signal ON and OFF. The times needed for the luminance to change from 10% to 90% is Tr, and 90% to 10% is Td.
7. Cross-Talk of one area of the LCD surface by another shall be measured by comparing the luminance ( $Y_A$ ) of a 25mm diameter area, with all display pixels set to a gray level, to the luminance ( $Y_B$ ) of that same area when any adjacent area is driven dark. (See FIGURE 4 shown in Appendix).



## 5.0 INTERFACE CONNECTION

### 5.1 Electrical Interface Connection

- CN11: Module-Side Connector (LVDS Signal) : FI-X30S-HF (JAE) or Equivalent  
User-Side Connector : FI-X30H-HF (JAE) or Equivalent
- CN12: Module Side Connector (Power) : 53261-1290 (Molex) or Equivalent  
User-Side Connector : 51021-1200 (Molex) or Equivalent

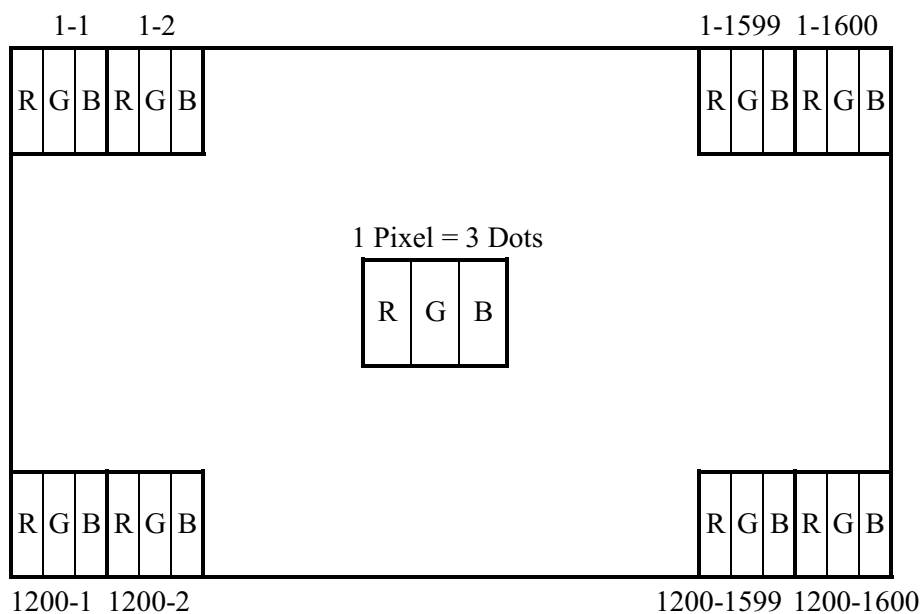
<Table 5. Pin Assignment for Receiver Interface Connection>

| CN11   |        |                           | CN12   |        |             |
|--------|--------|---------------------------|--------|--------|-------------|
| Pin No | Symbol | Function                  | Pin No | Symbol | Function    |
| 1      | RXO0-  | LVDS Signal Odd Pixel 0-  | 1      | VIN0   | Power +5[V] |
| 2      | RXO0+  | LVDS Signal Odd Pixel 0+  | 2      | VIN1   | Power +5[V] |
| 3      | RXO1-  | LVDS Signal Odd Pixel 1-  | 3      | VIN2   | Power +5[V] |
| 4      | RXO1+  | LVDS Signal Odd Pixel 1+  | 4      | VIN3   | Power +5[V] |
| 5      | RXO2-  | LVDS Signal Odd Pixel 2-  | 5      | VIN4   | Power +5[V] |
| 6      | RXO2+  | LVDS Signal Odd Pixel 2+  | 6      | VIN5   | Power +5[V] |
| 7      | GND    | Ground                    | 7      | GND    | Ground      |
| 8      | RXOC-  | LVDS Signal Odd CLK-      | 8      | GND    | Ground      |
| 9      | RXOC+  | LVDS Signal Odd CLK+      | 9      | GND    | Ground      |
| 10     | RXO3-  | LVDS Signal Odd Pixel 3-  | 10     | GND    | Ground      |
| 11     | RXO3+  | LVDS Signal Odd Pixel 3+  | 11     | GND    | Ground      |
| 12     | RXE0-  | LVDS Signal Even Pixel 0- | 12     | GND    | Ground      |
| 13     | RXE0+  | LVDS Signal Even Pixel 0+ |        |        |             |
| 14     | GND    | Ground                    |        |        |             |
| 15     | RXE1-  | LVDS Signal Even Pixel 1- |        |        |             |
| 16     | RXE1+  | LVDS Signal Even Pixel 1+ |        |        |             |
| 17     | GND    | Ground                    |        |        |             |
| 18     | RXE2-  | LVDS Signal Even Pixel 2- |        |        |             |
| 19     | RXE2+  | LVDS Signal Even Pixel 2+ |        |        |             |
| 20     | RXEC-  | LVDS Signal Even CLK-     |        |        |             |
| 21     | RXEC+  | LVDS Signal Even CLK+     |        |        |             |
| 22     | RXE3-  | LVDS Signal Even Pixel 3- |        |        |             |
| 23     | RXE3   | LVDS Signal Even Pixel 3+ |        |        |             |
| 24     | GND    | Ground                    |        |        |             |
| 25     | NC1    | -                         |        |        |             |
| 26     | DE     | Data Enable               |        |        |             |
| 27     | NC2    | -                         |        |        |             |
| 28     | VDD1   | Power +5[V]               |        |        |             |
| 29     | VDD2   | Power +5[V]               |        |        |             |
| 30     | VDD3   | Power +5[V]               |        |        |             |

## 5.2 LVDS Interface (Recommended TX : THC63LVDM83A)

|  | Input<br>signal | Transmitter |                | Interface          |                      | FI-X30S-HF | Remark |  |
|--|-----------------|-------------|----------------|--------------------|----------------------|------------|--------|--|
|  |                 | Pin No      | Pin No         | System (Tx)        | TFT-LCD (Rx)         | Pin No.    |        |  |
| O<br>D<br>D<br><br>L<br>V<br>D<br>S      | OR0             | 51          | 48<br>47       | OUT0-<br>OUT0+     | RXO0-<br>RXO0+       | 1<br>2     |        |  |
|  | OR1             | 52          |                |                    |                      |            |        |  |
|  | OR2             | 54          |                |                    |                      | 3<br>4     |        |  |
|  | OR3             | 55          |                |                    |                      |            |        |  |
|  | OR4             | 56          |                |                    |                      |            |        |  |
|  | OR5             | 3           |                |                    |                      |            |        |  |
|  | OG0             | 4           | 46<br>45       | OUT1-<br>OUT1+     | RXO1-<br>RXO1+       | 5<br>6     |        |  |
|  | OG1             | 6           |                |                    |                      |            |        |  |
|  | OG2             | 7           |                |                    |                      | 8<br>9     |        |  |
|  | OG3             | 11          |                |                    |                      |            |        |  |
|  | OG4             | 12          |                |                    |                      |            |        |  |
|  | OG5             | 14          |                |                    |                      |            |        |  |
|  | OB0             | 15          | 42<br>41       | OUT2-<br>OUT2+     | RXO2-<br>RXO 2+      | 10<br>11   |        |  |
|  | OB1             | 19          |                |                    |                      |            |        |  |
|  | OB2             | 20          |                |                    |                      | 12<br>13   |        |  |
|  | OB3             | 22          |                |                    |                      |            |        |  |
|  | OB4             | 23          |                |                    |                      |            |        |  |
|  | OB5             | 24          |                |                    |                      |            |        |  |
|  | HSYNC           | 27          | 40<br>39       | CLKOUT-<br>CLKOUT+ | RXO CLK-<br>RXO CLK+ | 15<br>16   |        |  |
|  | VSYNC           | 28          |                |                    |                      |            |        |  |
| DE                                       | 30              | 18<br>19    |                |                    |                      |            |        |  |
| MCLK                                     | 31              |             |                |                    |                      |            |        |  |
| OR6                                      | 50              |             |                |                    |                      |            |        |  |
| OR7                                      | 2               |             |                |                    |                      |            |        |  |
| OG6                                      | 8               | 38<br>37    | OUT3+<br>OUT3- | RXO 3-<br>RXO 3+   | 20<br>21             |            |        |  |
| OG7                                      | 10              |             |                |                    |                      |            |        |  |
| OB6                                      | 16              |             |                |                    | 22<br>23             |            |        |  |
| OB7                                      | 18              |             |                |                    |                      |            |        |  |
| RSVD                                     | 25              |             |                |                    |                      |            |        |  |
| E<br>V<br>E<br>N<br><br>L<br>V<br>D<br>S | ER0             | 51          | 48<br>47       | OUT0-<br>OUT0+     | RXE0-<br>RXE 0+      | 22<br>23   |        |  |
|  | ER1             | 52          |                |                    |                      |            |        |  |
|  | ER2             | 54          |                |                    |                      | 24<br>25   |        |  |
|  | ER3             | 55          |                |                    |                      |            |        |  |
|  | ER4             | 56          |                |                    |                      |            |        |  |
|  | ER5             | 3           |                |                    |                      |            |        |  |
|  | EG0             | 4           | 46<br>45       | OUT1-<br>OUT1+     | RXE 1-<br>RXE 1+     | 26<br>27   |        |  |
|  | EG1             | 6           |                |                    |                      |            |        |  |
|  | EG2             | 7           |                |                    |                      | 28<br>29   |        |  |
|  | EG3             | 11          |                |                    |                      |            |        |  |
|  | EG4             | 12          |                |                    |                      |            |        |  |
|  | EG5             | 14          |                |                    |                      |            |        |  |
|  | EB0             | 15          | 42<br>41       | OUT2-<br>OUT2+     | RXE 2-<br>RXE 2+     | 30<br>31   |        |  |
|  | EB1             | 19          |                |                    |                      |            |        |  |
|  | EB2             | 20          |                |                    |                      | 32<br>33   |        |  |
|  | EB3             | 22          |                |                    |                      |            |        |  |
|  | EB4             | 23          |                |                    |                      |            |        |  |
|  | EB5             | 24          |                |                    |                      |            |        |  |
|  | HSYNC           | 27          | 40<br>39       | CLKOUT-<br>CLKOUT+ | RXE CLK-<br>RXE CLK+ | 34<br>35   |        |  |
|  | VSYNC           | 28          |                |                    |                      |            |        |  |
| DE                                       | 30              | 36<br>37    |                |                    |                      |            |        |  |
| MCLK                                     | 31              |             |                |                    |                      |            |        |  |
| ER6                                      | 50              |             |                |                    |                      |            |        |  |
| ER7                                      | 2               |             |                |                    |                      |            |        |  |
| EG6                                      | 8               | 38<br>37    | OUT3+<br>OUT3- | RXE 3-<br>RXE 3+   | 38<br>39             |            |        |  |
| EG7                                      | 10              |             |                |                    |                      |            |        |  |
| EB6                                      | 16              |             |                |                    | 40<br>41             |            |        |  |
| EB7                                      | 18              |             |                |                    |                      |            |        |  |
| RSVD                                     | 25              |             |                |                    |                      |            |        |  |

### 5.3 Data Input Format



Display Position of Input Data (V-H)

### 5.4 Back-light Interface Connections

- Lamp Input :      Module Side Connector      : BHSR-02-VS-1 (JST)
- [CN21,22,23,24] User Side Connector      : SM02(8.0)B-BHSS-1-TB (JST) or equivalent

<Table 6. Back-light Electrical Interface>

| Terminal No. | INPUT | Color     | Function     |
|--------------|-------|-----------|--------------|
| 1            | HOT   | Pink/Blue | High Voltage |
| 2            | COLD  | White     | Ground       |

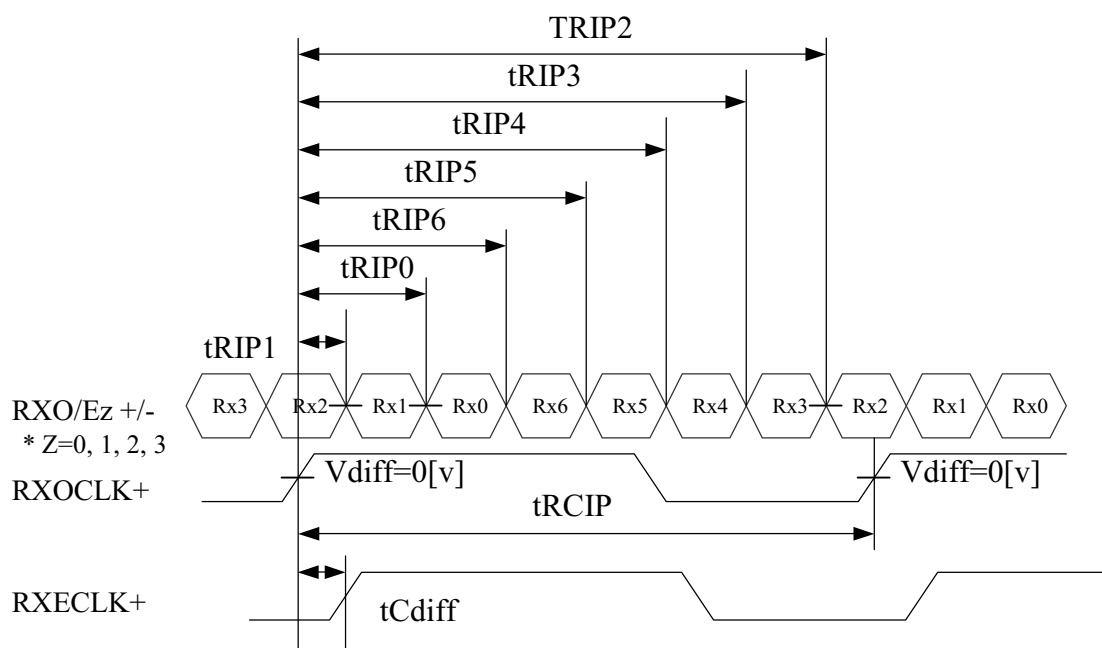
## 6.0 SIGNAL TIMING SPECIFICATIONS

### 6.1 LVDS Rx interface timing parameter

The specification of the LVDS Rx interface timing parameter is listed in Table 7.

< Table 7. LVDS Rx Interface Timing Specification >

| Item           | Symbol | Min                        | Typ                  | Max                        | Unit | Remark |
|----------------|--------|----------------------------|----------------------|----------------------------|------|--------|
| CLKIN Period   | tRCIP  | 14.7                       | 18.5                 | -                          | ns   |        |
| CLK Difference | tCdiff | TBD                        | 0                    | TBD                        | ns   |        |
| Input Data 0   | tRIP1  | -0.2                       | 0                    | +0.2                       | ns   |        |
| Input Data 1   | tRIP0  | $1 \cdot t_{RICP}/7 - 0.2$ | $1 \cdot t_{RICP}/7$ | $1 \cdot t_{RICP}/7 + 0.2$ | ns   |        |
| Input Data 2   | tRIP6  | $2 \cdot t_{RICP}/7 - 0.2$ | $2 \cdot t_{RICP}/7$ | $2 \cdot t_{RICP}/7 + 0.2$ | ns   |        |
| Input Data 3   | tRIP5  | $3 \cdot t_{RICP}/7 - 0.2$ | $3 \cdot t_{RICP}/7$ | $3 \cdot t_{RICP}/7 + 0.2$ | ns   |        |
| Input Data 4   | tRIP4  | $4 \cdot t_{RICP}/7 - 0.2$ | $4 \cdot t_{RICP}/7$ | $4 \cdot t_{RICP}/7 + 0.2$ | ns   |        |
| Input Data 5   | tRIP3  | $5 \cdot t_{RICP}/7 - 0.2$ | $5 \cdot t_{RICP}/7$ | $5 \cdot t_{RICP}/7 + 0.2$ | ns   |        |
| Input Data 6   | tRIP2  | $6 \cdot t_{RICP}/7 - 0.2$ | $6 \cdot t_{RICP}/7$ | $6 \cdot t_{RICP}/7 + 0.2$ | ns   |        |



$$* V_{diff} = (RXO/Ez+) - (RXO/Ez-), \dots, (RXO/ECLK+) - (RXO/ECLK-)$$

## 6.2 Signal Timing Specifications

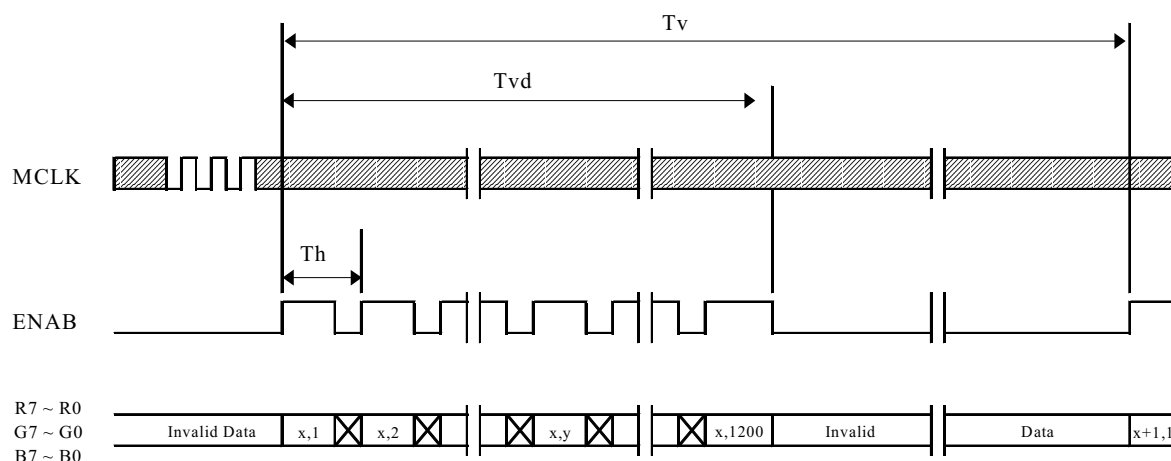
The specification of the signal timing parameter is listed in Table 8. The [HT21U22-100] is operated by the Only Data Enable Mode.

<Table 8. Signal Timing Specifications>

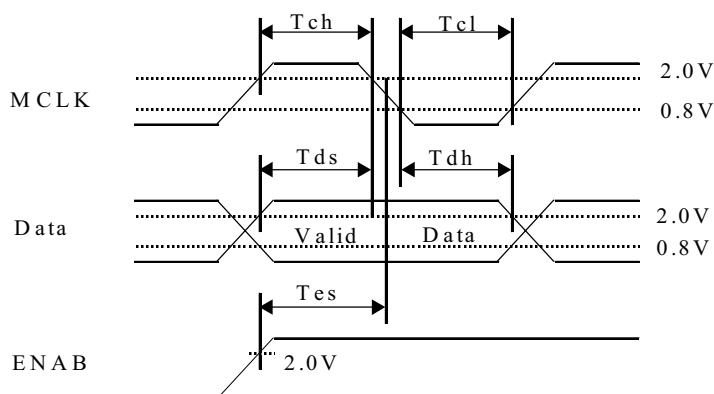
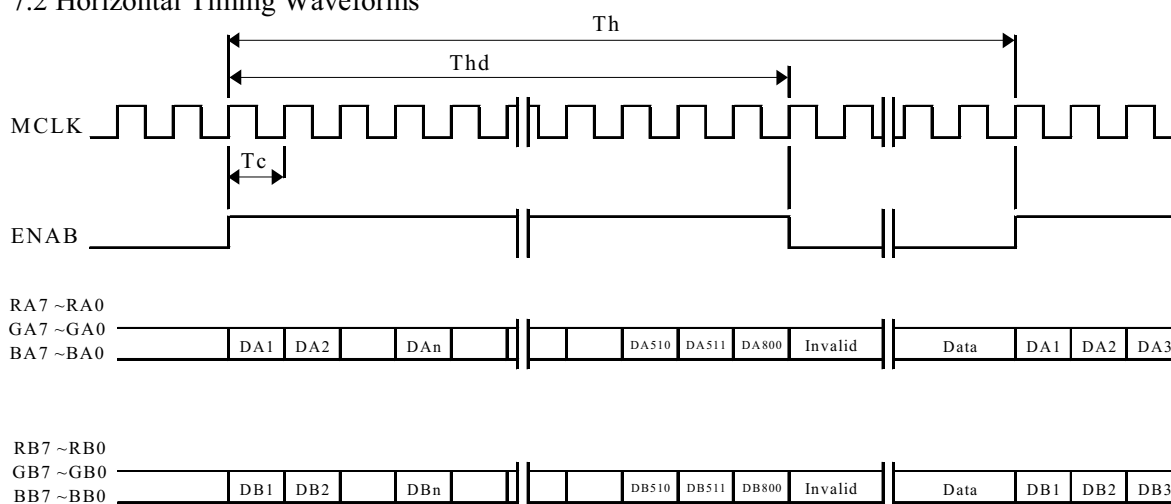
| Item                      |            | Symbols | Min  | Typ  | Max  | Unit   |
|---------------------------|------------|---------|------|------|------|--------|
| Clock                     | Frequency  | 1/Tc    | 25   | 40.5 | 42.5 | MHz    |
|                           | High Time  | Tch     |      | 12.3 | -    | ns     |
|                           | Low Time   | Tcl     |      | 12.3 | -    | ns     |
| Data                      | Setup Time | Tds     | 4    | -    | -    | ns     |
|                           | Hold Time  | Tdh     | 4    | -    | -    | ns     |
| Data Enable Setup Time    |            | Tes     | 4    | -    | -    | ns     |
| Frame Period              |            | Tv      | 1206 | 1250 | 2044 | lines  |
| Vertical Display Period   |            | Tvd     | 1200 | 1200 | 1200 | lines  |
| One Line Scanning Period  |            | Th      | 848  | 1080 | 2022 | clocks |
| Horizontal Display Period |            | Thd     | 800  | 800  | 800  | clocks |

## 7.0 SIGNAL TIMING WAVEFORMS

### 7.1 Vertical Timing Waveforms



### 7.2 Horizontal Timing Waveforms



## 8.0 INPUT SIGNALS, BASIC DISPLAY COLORS & GRAY SCALE OF COLORS

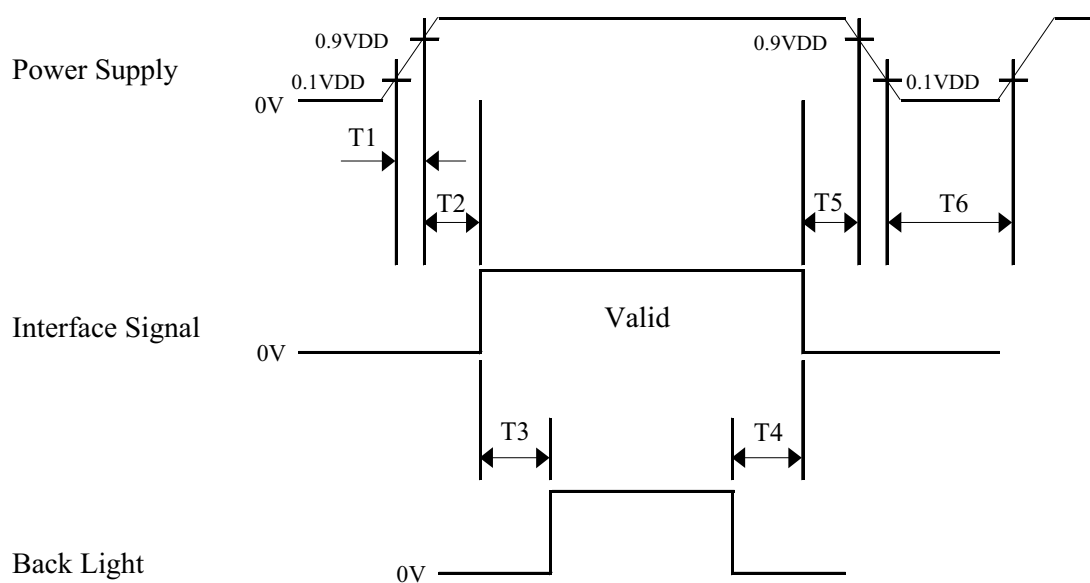
Each color is displayed in 16,777,216 gray scales from 8 bits data signal input. Table 9 shows the 8 bits input signals for basic display colors and gray scale.

<Table 9. 8 Bits Input signals, basic display colors and gray scale for each color>

| Colors & Gray Scale         |            | Data Signal |    |    |    |    |    |    |    |       |    |    |    |    |    |    |    |      |    |    |    |    |    |    |    |
|-----------------------------|------------|-------------|----|----|----|----|----|----|----|-------|----|----|----|----|----|----|----|------|----|----|----|----|----|----|----|
|                             |            | Red         |    |    |    |    |    |    |    | Green |    |    |    |    |    |    |    | Blue |    |    |    |    |    |    |    |
|                             | Odd & Even | R7          | R6 | R5 | R4 | R3 | R2 | R1 | R0 | G7    | G6 | G5 | G4 | G3 | G2 | G1 | G0 | B7   | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
| Basic Colors                | Black      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | Blue       | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|                             | Green      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | Cyan       | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|                             | Red        | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | Magenta    | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 1  | 1  | 1  | 1  | 1  |
|                             | Yellow     | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | White      | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
| Gray Scale Of Red           | Black      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | ↑          | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | Darker     | 0           | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | ↑          | ↓           |    |    |    |    |    |    |    | ↓     |    |    |    |    |    |    |    | ↓    |    |    |    |    |    |    |    |
|                             | ↓          | ↓           |    |    |    |    |    |    |    | ↓     |    |    |    |    |    |    |    | ↓    |    |    |    |    |    |    |    |
|                             | Brighter   | 1           | 1  | 1  | 1  | 1  | 1  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | ↓          | 1           | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | Red        | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Gray Scale Of Green         | Black      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | ↑          | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | Darker     | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | ↑          | ↓           |    |    |    |    |    |    |    | ↓     |    |    |    |    |    |    |    | ↓    |    |    |    |    |    |    |    |
|                             | ↓          | ↓           |    |    |    |    |    |    |    | ↓     |    |    |    |    |    |    |    | ↓    |    |    |    |    |    |    |    |
|                             | Brighter   | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | ↓          | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | Green      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Gray Scale Of Blue          | Black      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | ↑          | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | Darker     | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 1  |
|                             | ↑          | ↓           |    |    |    |    |    |    |    | ↓     |    |    |    |    |    |    |    | ↓    |    |    |    |    |    |    |    |
|                             | ↓          | ↓           |    |    |    |    |    |    |    | ↓     |    |    |    |    |    |    |    | ↓    |    |    |    |    |    |    |    |
|                             | Brighter   | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 0  | 1  |
|                             | ↓          | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 0  |
|                             | Blue       | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
| Gray Scale Of White & Black | Black      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                             | ↑          | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 1  |
|                             | Darker     | 0           | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 1  | 0  | 0  |
|                             | ↑          | ↓           |    |    |    |    |    |    |    | ↓     |    |    |    |    |    |    |    | ↓    |    |    |    |    |    |    |    |
|                             | ↓          | ↓           |    |    |    |    |    |    |    | ↓     |    |    |    |    |    |    |    | ↓    |    |    |    |    |    |    |    |
|                             | Brighter   | 1           | 1  | 1  | 1  | 1  | 1  | 0  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 0  | 1  | 1    | 1  | 1  | 1  | 1  | 0  | 1  | 0  |
|                             | ↓          | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 0  |
|                             | White      | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |

## 9.0 POWER SEQUENCE

To prevent a latch-up or DC operation of the LCD module, the power on/off sequence shall be as shown in below



- $T1 \leq 10 \text{ ms}$
- $T2, T5 \leq 50 \text{ ms}$
- $100 \text{ ms} \leq T3, T4 \leq 200 \text{ ms}$
- $T6 \leq 1 \text{ sec}$

### Notes:

1. When the power supply VDD is 0[V], Keep the level of input signals on the low or keep the high impedance.
2. Do not keep the interface signal high impedance when power is on.
3. Back-light must be turn on after power for logic and interface signals are valid.



## 10.0 MECHANICAL CHARACTERISTICS

### 10.1 Dimensional Requirements

FIGURE 6 is shown in appendix shows mechanical outlines for the model [HT21U22-100].

Other parameters are shown in Table 10.

<Table 10. Dimensional Parameters>

| Parameter           | Specification                              | Unit   |
|---------------------|--|--------|
| Active area         | 432.0(H) x 324.0(V)                        | mm     |
| Number of pixels    | 1600(H) x 1200(V)                          | pixels |
|                     | (1 pixel = R + G + B dot)                  |        |
| Pixel pitch         | 0.27(H) x 0.27(V)                          | mm     |
| Pixel arrangement   | RGB Vertical stripe                        |        |
| Display colors      | 262,144                                    | colors |
| Display mode        | Normally Black                             |        |
| Dimensional outline | 483± 0.5(H) x 373.2± 0.5(V) x 24.5± 0.5(D) | mm     |
| Weight              | 3670 [typ.]                                | gram   |
| Back-light          | Top/Bottom edge side 4-CCFL type           |        |

### 10.2 Mounting

See FIGURE 5 shown in appendix

### 10.3 Anti-Glare and Polarizer Hardness.

The surface of the LCD has an anti-glare coating to minimize reflection and a coating to reduce scratching.

### 10.4 Light Leakage

There shall not be visible light from the back-lighting system around the edges of the screen as seen from a distance 50[cm] from the screen with an overhead light level of 350[lux].

The manufacture shall furnish limit samples of the panel showing the lightest leakage acceptable.

## 11.0 RELIABILITY TEST

The Reliability test items and its conditions are shown in below.

<Table 11. Reliability Test Parameters>

| No | Test Items                                      | Conditions   |
|----|---|--|
| 1  | High temperature storage test                   | Ta = 60 °C, 240 hrs  |
| 2  | Low temperature storage test                    | Ta = -20 °C, 240 hrs   |
| 3  | High temperature & high humidity operation test | Ta = 40 °C, 75 %RH, 240 hrs  |
| 4  | High temperature operation test                 | Ta = 50 °C, 240 hrs  |
| 5  | Low temperature operation test                  | Ta = 0 °C, 240 hrs   |
| 6  | Thermal shock                                   | Ta = 0 °C ↔ 50 °C (30 min), 100 cycle  |
| 7  | Vibration test<br>(non-operating)               | Frequency : 10 ~ 300 Hz<br>Gravity/AMP : 1.0G<br>Period : X, Y, Z 30 min                                 |
| 8  | Shock test<br>(non-operating)                   | Gravity : 100G<br>Pulse width : 6ms, half sine wave<br>Direction : ± X, ± Y, ± Z Once for each direction |
| 9  | Electrostatic discharge test                    | Air : 150 pF, 330Ω , 15KV, 5times<br>Contact : 150 pF, 330Ω , 8KV, 5times                                |

## 12.0 HANDLING & CAUTIONS

### 12.1 Cautions when taking out the module

- Pick the pouch only, when taking out module from a shipping package.

### 12.2 Cautions for handling the module

- As the electrostatic discharges may break the LCD module, handle the LCD module with care. Peel a protection sheet off from the LCD panel surface as slowly as possible.
- As the LCD panel and back-light element are made from fragile glass material, impulse and pressure to the LCD module should be avoided.
- As the surface of the polarizer is very soft and easily scratched, use a soft dry-cloth without chemicals for cleaning.
- Do not pull the interface connector in or out while the LCD module is operating.
- Put the module display side down on a flat horizontal plane.
- Handle connectors and cables with care.

### 12.3 Cautions for the operation

- When the module is operating, do not lose LVDS signals. If any one of these signals were lost, the LCD panel would be damaged.
- Obey the supply voltage sequence. If the wrong sequences were applied, the module would be damaged.

### 12.4 Cautions for the atmosphere

- Dew drop atmosphere should be avoided.
- Do not store and/or operate the LCD module in a high temperature and/or humidity atmosphere. Storage in an electro-conductive polymer-packing pouch and under relatively low temperature atmosphere is recommended.

### 12.5 Cautions for the module characteristics

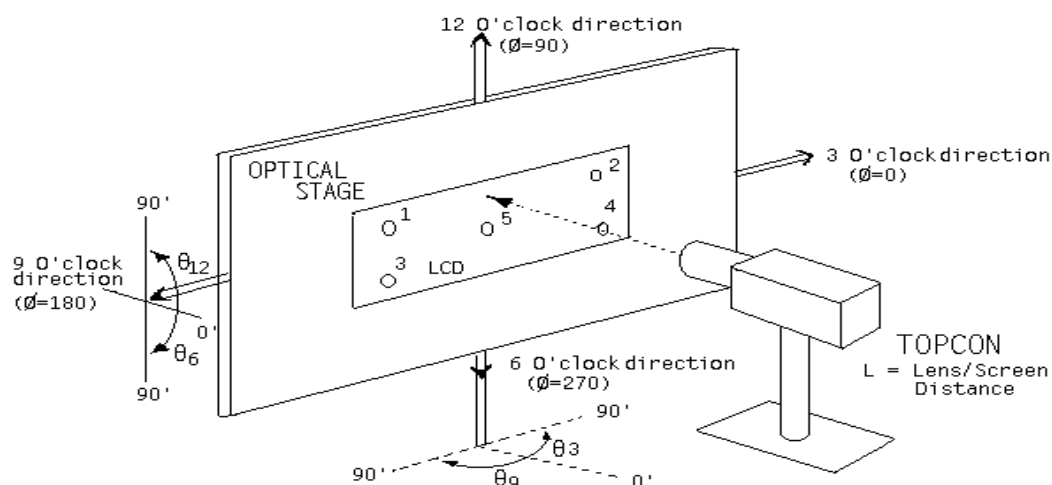
- Do not apply fixed pattern data signal to the LCD module at aging time.
- Applying fixed pattern for a long time may cause image sticking.

### 12.6 Other cautions

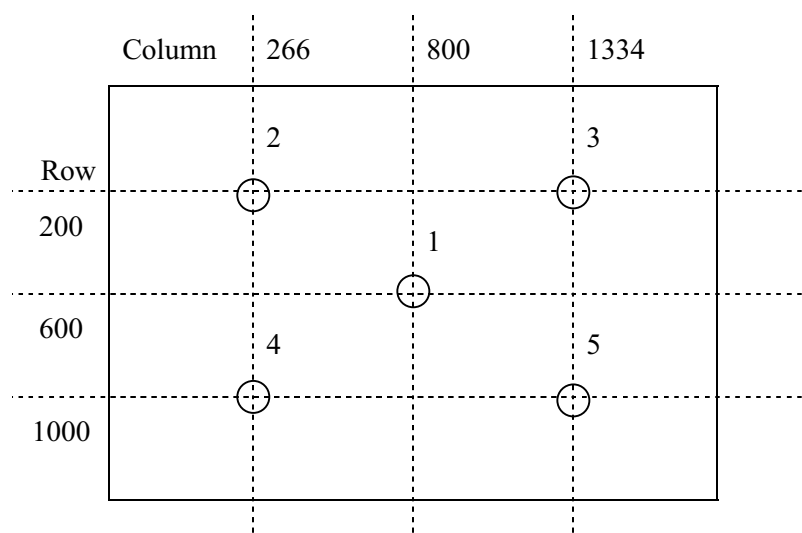
- Do not disassemble and/or re-assemble LCD module.
- Do not re-adjust variable resistor or switch etc.
- When returning the module for repair or etc, please pack the module not to be broken. We recommend on using the original shipping packages.

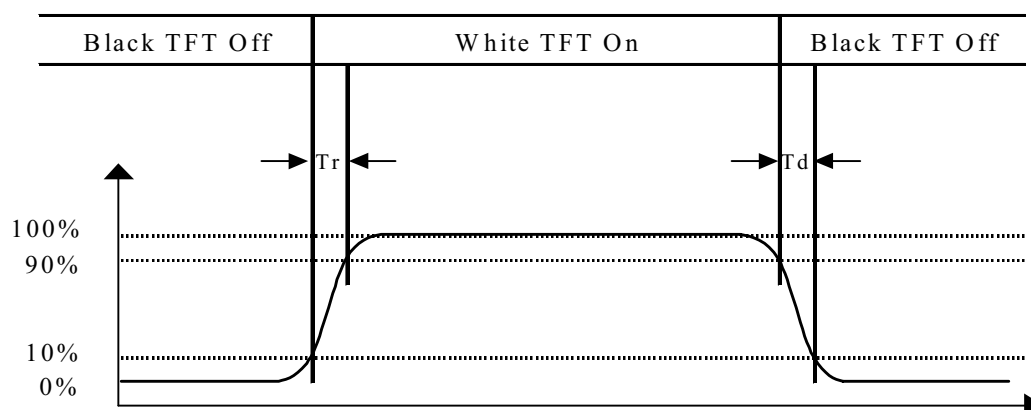
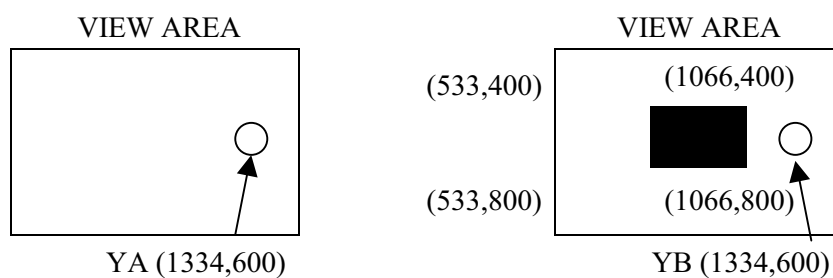
## 13.0 APPENDIX

**Figure 1. Measurement Set Up**



**Figure 2. Average Luminance Measurement Locations & Uniformity Measurement Locations**



**Figure 3. Response Time Testing**

**Figure 4. Cross Modulation Test Description**


$$\text{Cross-Talk} = \left| \frac{Y_B - Y_A}{Y_A} \right| \times 100$$

Where:

$Y_A$  = Initial luminance of measured area ( $\text{cd/m}^2$ )

$Y_B$  = Subsequent luminance of measured area ( $\text{cd/m}^2$ )

The location measured will be exactly the same in both patterns.



